STARTING PRIMARY WEAPONS – PHYSICAL

Name	Trait	Range	Damage	Burden	Feature
Katana	Agility	Melee	d10+3 phy	Two-Handed	***Quick:*** When you make an attack, you can mark a Stress to target another creature within range.
Brass Knuckles	Strength	Melee	d8+1 phy	One-Handed	—
Scimitar	Presence	Melee	d8+1 phy	One-Handed	—
Twisted Dagger	Knowledge	Melee	d8 phy	One-Handed	***Piercing:*** Damage dealt with this weapon treats the target's Major threshold as having a –2 penalty.
Whipsword	Finesse	Very Close	d8 phy	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Finesse, Melee, d10.
Rope Dart	Instinct	Close	d6+1 phy	Two-Handed	—

STARTING PRIMARY WEAPONS – MAGIC

Name	Trait	Range	Damage	Burden	Feature
Brightsword	Strength	Melee	d10+3 mag	Two-Handed	—
Shadowblade	Presence	Melee	d8 phy/mag	One-Handed	***Otherworldly:*** On a successful attack, you can deal physical or magic damage.
Enchanted Chakram	Finesse	Close	d6+1 mag	One-Handed	***Ricochet:*** When you throw this weapon, it returns to your hand. When you make an attack, you can mark a Stress to target another creature within Very Close range of the first target with that attack.
Casting Dagger	Instinct	Close	d6 mag	One-Handed	***Versatile:*** This weapon can also be used with these statistics—Instinct, Melee, d8.
Runelock Pistol	Knowledge	Far	d6+3 mag	One-Handed	***Reloading:*** After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Arcane Rifle	Agility	Very Far	d10+3 mag	Two-Handed	***Aimed:*** Your attack has disadvantage if the target is within Very Close range of you or within Melee range of one of your allies. You can mark a Stress to ignore this penalty.

STARTING SECONDARY WEAPONS

Name	Trait	Range	Damage	Burden	Feature
Hatchet	Agility	Melee	d8 phy	One-Handed	***Follow-Up:*** On a successful attack with your primary weapon within Melee range, you can mark a Stress to gain a +1 bonus to your Proficiency for this attack.
Offhand Brass Knuckles	Strength	Melee	d8 phy	One-Handed	***Paired:*** +2 to primary weapon damage to targets within Melee range
Throwing Knives	Finesse	Melee	d8 phy	One-Handed	***Stockpiled:*** You can throw this weapon within Close range by making an attack roll using Finesse. You don't have to retrieve it, as you always have another on hand.
Fighting Cloak	Presence	Melee	d4 phy	One-Handed	***Padded:*** +2 to damage thresholds
Rune Shield	Knowledge	Melee	d4 mag	One-Handed	***Protective:*** +1 to Armor Score
Focus Runes	Instinct	Very Close	d6 mag	One-Handed	***Focused:*** +1 to primary weapon damage to targets within Very Close range

STARTING ARMOR

Name	Base Thresholds	Base Score	Feature
Mage Robes	4 / 10	2	***Enchanted:*** Gain a bonus to your damage thresholds equal to your Spellcast trait.
Brigandine Armor	6 / 12	3	***Lined:*** Mark a Stress to negate Minor damage.
Scale Mail Armor	7 / 14	3	***Cumbersome:*** –1 to Finesse
Banded Armor	8 / 16	4	***Bulky:*** –1 to Evasion; when you take Severe damage, you must mark a Stress.

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CHARACTER SHEET

DAGGERHEART
MULTICLASS SHEET

When you multiclass, take one of that class's foundation cards and place it in your loadout. Then choose one domain to expand into and record it below.

DOMAIN

When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

MULTICLASS FEATURE

NOTES

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CHARACTER SHEET

ASSASSIN
MULTICLASS SHEET

When you multiclass, take one of the assassin foundation cards and place it into your loadout. Then choose one domain to expand into.

BLADE ☐

MIDNIGHT ☐

When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

MULTICLASS FEATURES

MARKED FOR DEATH

On a successful weapon attack, you can **mark a Stress** to make the target *Marked for Death*. When you deal damage to a target you've *Marked for Death*, add a number of **d4s** equal to your tier to the damage roll.

You can have only one adversary *Marked for Death* at a time. This condition lasts until you take a rest, the current adversary *Marked for Death* is defeated, or the GM spends a number of Fear equal to your tier to clear it.

GET IN & GET OUT

Spend a Hope to ask the GM for a quick or inconspicuous way into or out of a place you can see. The next roll you make that acts on this information has advantage.

NOTES

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CHARACTER SHEET

BRAWLER
MULTICLASS SHEET

When you multiclass, take one of the assassin foundation cards and place it into your loadout. Then choose one domain to expand into.

VALOR ☐ BONE ☐

When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

MULTICLASS FEATURES

I AM THE WEAPON

Your barehanded attacks are as strong as any blade. You have a primary weapon called Brawler's Strike equipped while you have no other Active Weapons. It uses a trait of your choice, has Melee range, and deals **d8+d6** physical damage using your Proficiency (both the d8 and d6 scale off your Proficiency). While this weapon is active, you gain a +1 bonus to your Evasion.

COMBO STRIKE d4 ◯ d6 ◯ d8 ◯ d10 ◯

After rolling damage on a successful attack with a Melee weapon, you can **mark a Stress** to start a combo strike. When you do, roll your Combo Die and note the result, then continue rolling your Combo Die until the result of your latest roll is lower than the roll that preceded it. You deal extra damage equal to the total of all rolled Combo Die results on this attack. The results can't be modified by any means.

Your Combo Die starts as a **d4**. Once per tier, you can increase your Combo Die by one step as a level advancement option.

NOTES

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CHARACTER SHEET

WARLOCK
MULTICLASS SHEET

When you multiclass, take one of the assassin foundation cards and place it into your loadout. Then choose one domain to expand into.

DREAD ☐

GRACE ☐

When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

MULTICLASS FEATURES

PATRON'S PACT

You have committed yourself to a supernatural entity—such as a god, fae, or demon—in exchange for power. Write their name below, then work with your GM to determine their sphere of influence (such as Nature, Chaos, Wisdom, Mischief, Love, War, Justice, or Death). Before making an action roll that relates to your patron's sphere of influence, you can **spend a Favor** to call upon their aid, rolling your Patron Die and adding its result to the total. At level 5, your Patron Die is a **d8.**

PATRON'S NAME **SPHERE OF INFLUENCE**

FAVOR ○○○○○○

You start with 3 Favor. You can use a downtime move to show tribute to your patron. Describe how and gain Favor equal to your Spellcast trait. Additionally, when you succeed on an action roll with Hope, you can choose to gain a Favor instead of a Hope.

NOTES

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CHARACTER SHEET

WITCH
MULTICLASS SHEET

When you multiclass, take one of the assassin foundation cards and place it into your loadout. Then choose one domain to expand into.

SAGE ☐ DREAD ☐

When leveling up, you can take domain cards from this domain at half your level or lower (rounded up).

MULTICLASS FEATURES

HEX

Mark a Stress to temporarily *Hex* a target within Far range. While *Hexed*, the target gains a penalty to their damage rolls and Difficulty equal to your tier. The maximum number of creatures you can *Hex* at one time is equal to your Spellcast trait.

COMMUNE

Once per long rest during a moment of calm, you can commune with an ancestor, a deity, a spirit, or an otherworldly being. Ask them a question, then roll a number of **d6s** equal to your Spellcast trait. Choose one of the results and reference the chart below for the effect.

Roll	Effect
1–3	You taste a flavor, smell a scent, or feel a sensation relevant to the answer.
4–5	You hear sounds or see a vision relevant to the answer.
6	You psychically experience a scene relevant to the answer as if you were there.

NOTES

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